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Simon RICHIR - From Virtual Reality to Virtual Teleportation: Change How Users Experience Virtual Worlds. - 2014

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From Virtual Reality to Virtual Teleportation

Change How Users Experience Virtual Worlds

Simon Richir

Arts et Métiers ParisTech

Presence & innovation



Training & Research Team

ARTS ET MÉTIERS ParisTech Laval

LAMPA (EA1427) - Resp. : Pr Simon RICHIR

Laval (France)

A small town in France...

LAVAL
VIRTUAL



Les illustrations utilisées sont un hommage aux talents d'Albert Uderzo et René Goscinny



Simon Richir

Supplier of ideas and talents



Simon Richir side stack: Co-creation and Virtual Reality

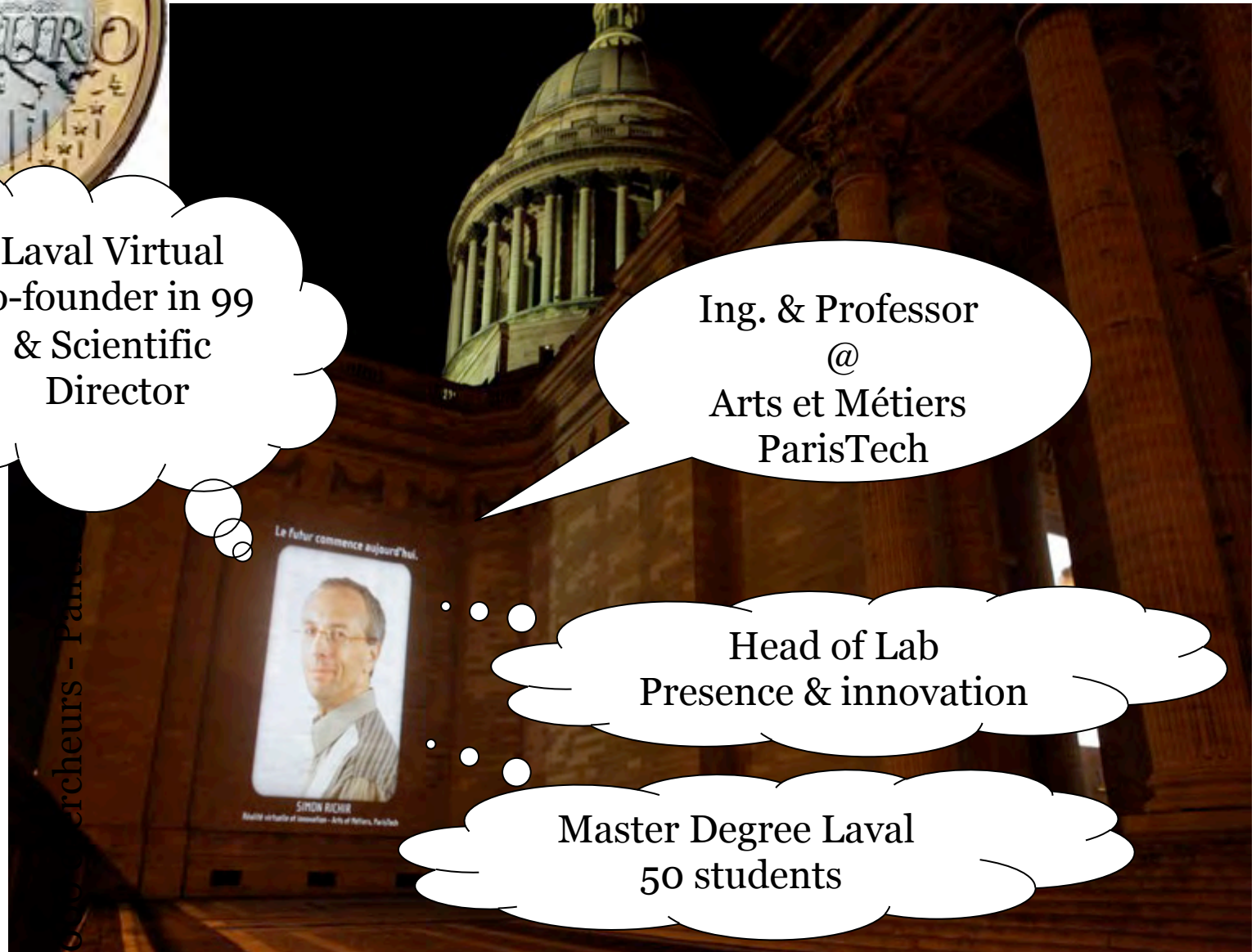


Laval Virtual
co-founder in 99
& Scientific
Director

Ing. & Professor
@
Arts et Métiers
ParisTech

Head of Lab
Presence & innovation

Master Degree Laval
50 students



Simon Richir side face: Company Theatre & Shows



Pic Assiette
Theater for Companies

Organisor of
« Les Paris du Rire »

Author of 100+
theater sketches

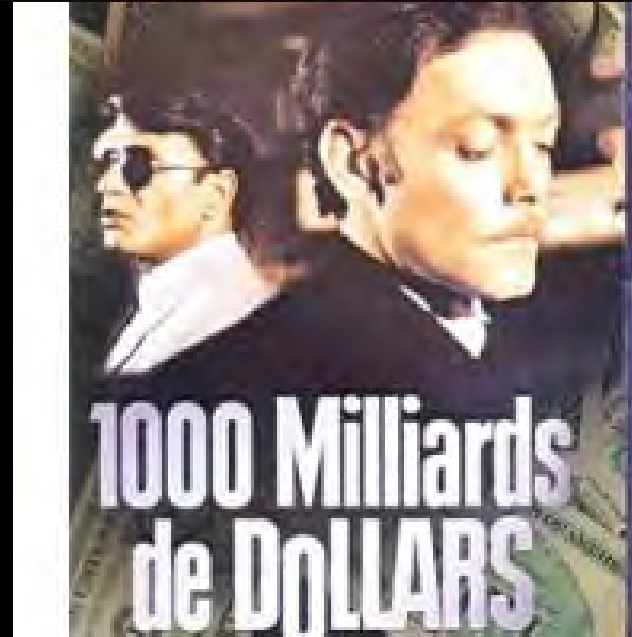
« Les Enfants de la Lune »
Children amateur circus - Clown

Laval League of
improvisational theater



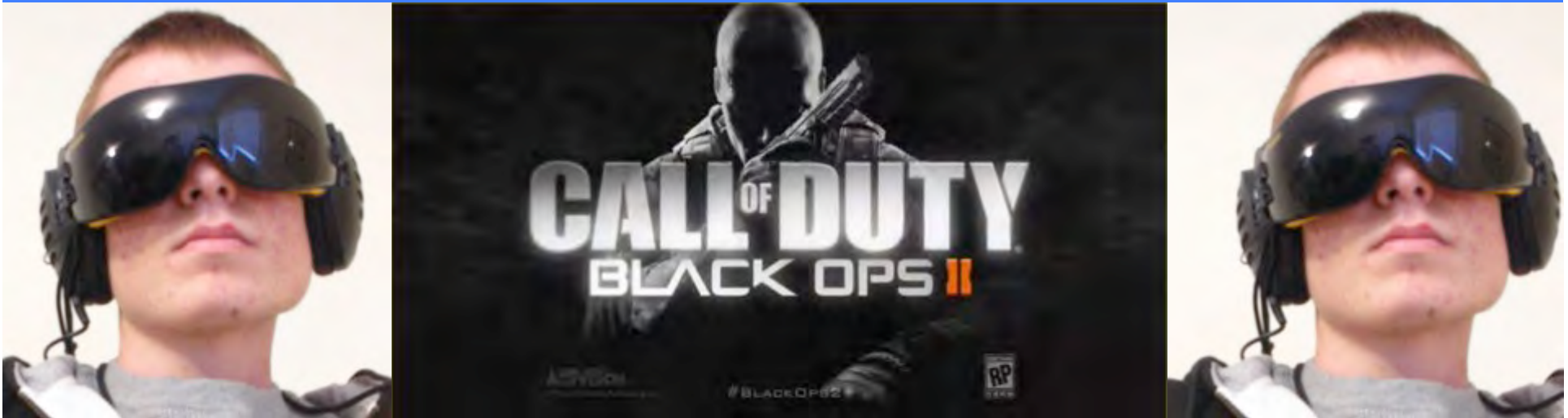


French
filmmaker
**Henri
Verneuil**
(1920-2002)



« Virtual Reality is the Cinema of the 21st Century »

Pr Bernard Tavel, Futuroscope & Laval Virtual co-founder



1999

Laval Virtual



François d'Aubert

Guy Le Bras



1999
Laval Virtual
co-founders



Bernard Taravel

Simon Richir

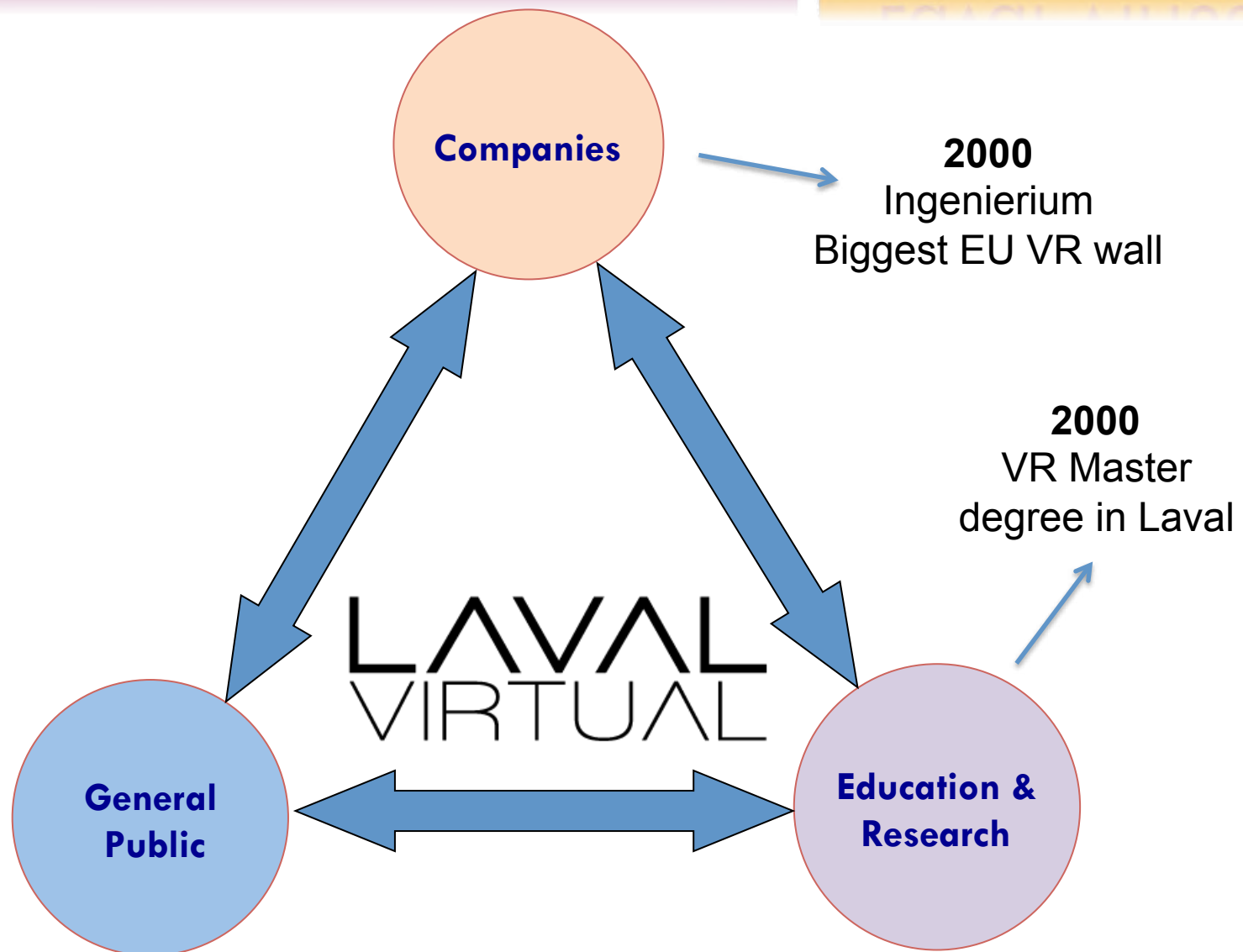
Laval Virtual

- **International exhibition** (13 000 visitors)
- **ACM international Conference** (250 p.)
- **April 8-12, 2015**



The basic concept

Laval Virtual

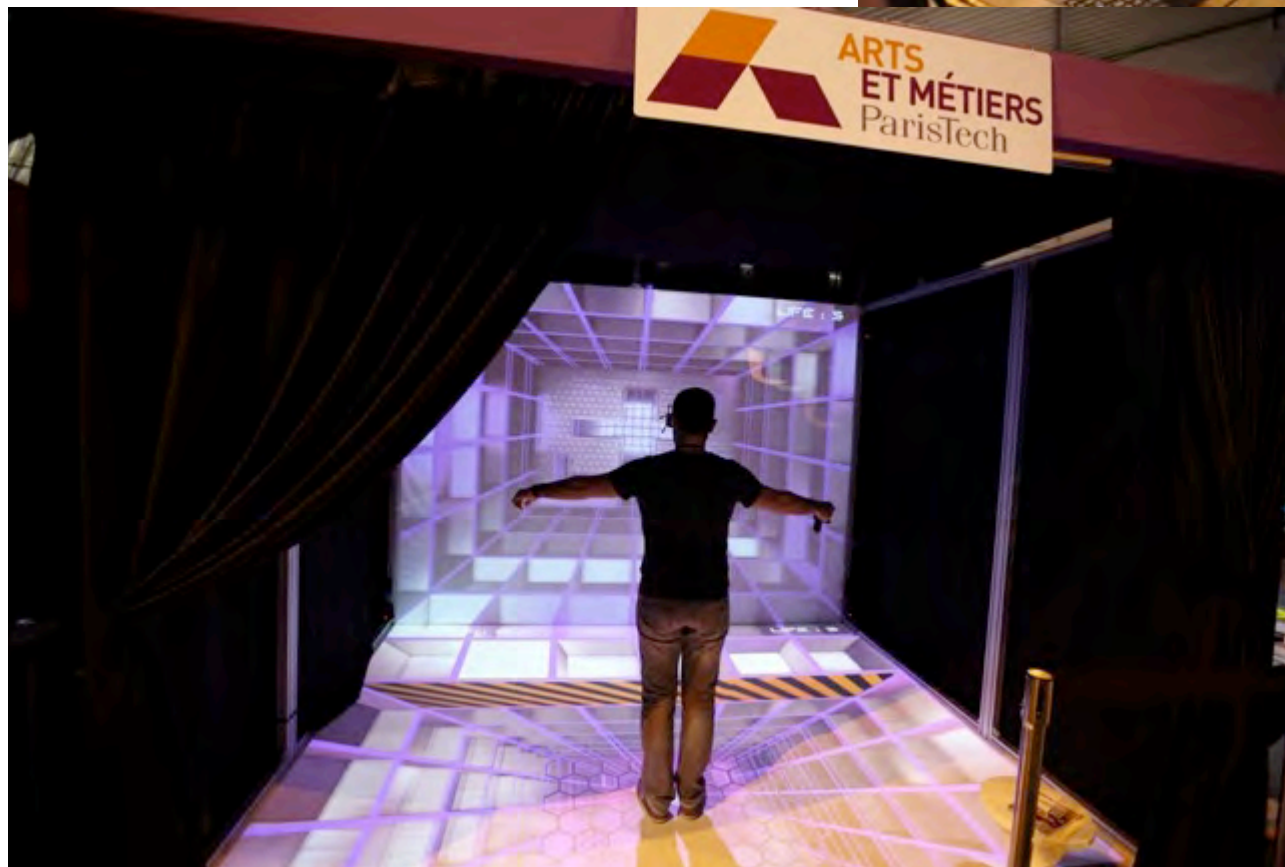


= it was Futuroscope basic concept created by René Monory, Thierry Breton & Bernard Taravel



Laval Virtual Award
for AccesSim simulator

Laval Virtual 2014



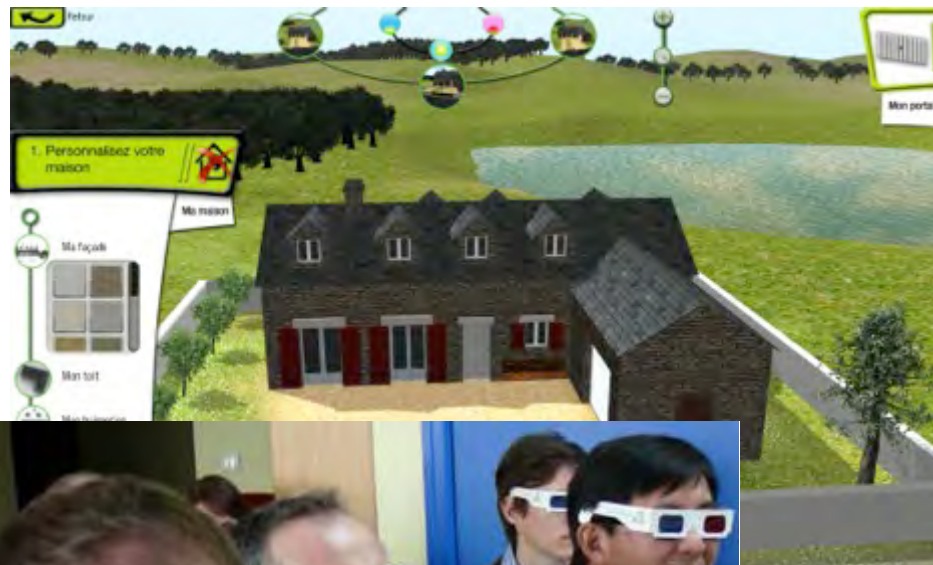
Ensam
booth

Laval Virtual 2014



Master Recherche IVI

- Response to the needs of local Companies
- 40 to 50 students in Laval at the heart of P&i team (M1 + M2)
- Educational projects
- Training of **projects manager** initiated to research



MASTER INGÉNIERIE
du **VIRTUEL**
et de **L'INNOVATION**
EN 2 ANS

ENTREZ DANS LA
RÉALITÉ VIRTUELLE ...





Equipements partagés pilotés par CLARTE (www.clarte.asso.fr)

SAS3+ HDCAVE 3x3x4m **SASlab** : CAVE 2x2x3m **Salle collaborative, Workbench / Flatbench** 1m3, **Systèmes à retour d'effort** Phantom, Virtuose, INCA, **Logiciels** Ergowide3



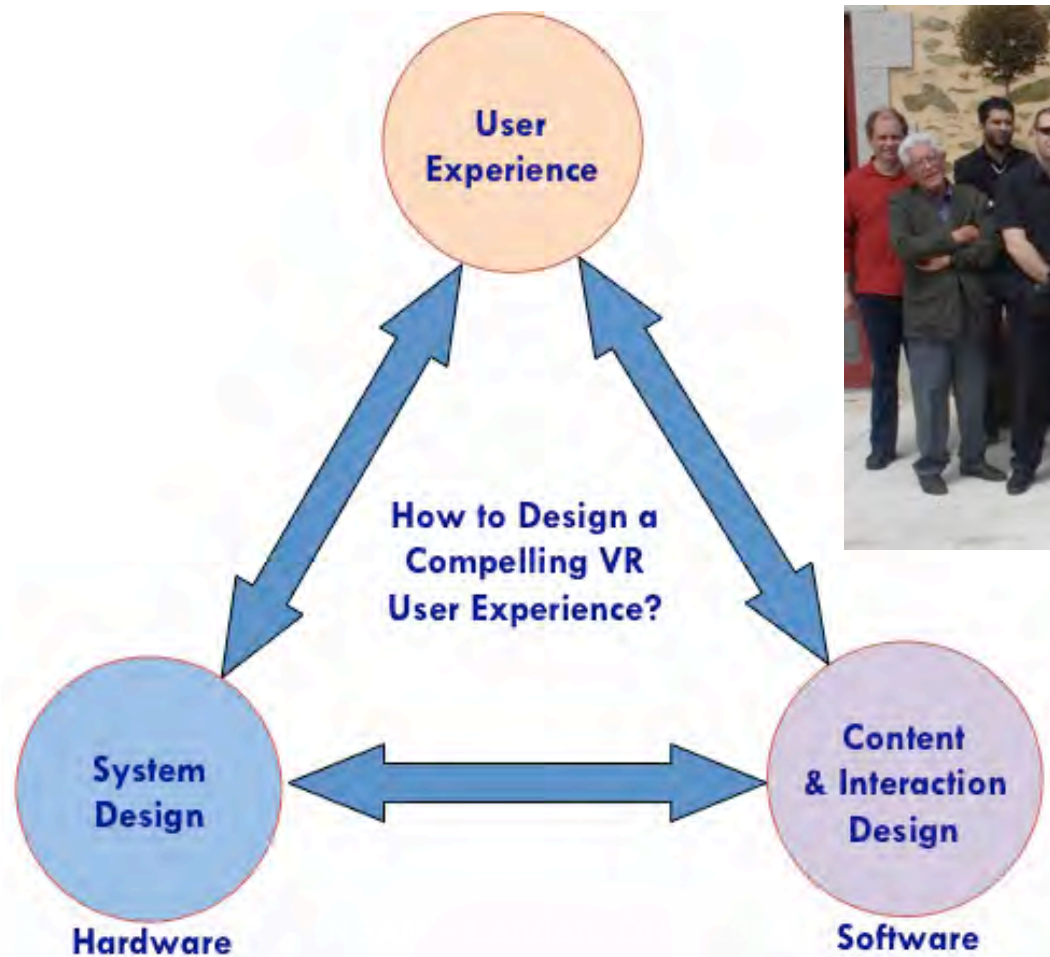
Equipements propres au laboratoire

Gants de données 5DT ; **Système de tracking** magnétique Pohlemus Patriot, **Système de tracking** optique Natura Point Optitrack (6 caméras TR « motion capture ») ; **Bras haptique** 6 ddl Sensable Omni et 3 ddl Novint Falcon ; **Caméra 3D** pour TR Microsoft Kinect et Mesa SR 4000 ; Tablettes iPad et Android ; Webcams HD, Kinects, Wiimotes, clés bluetooth

Videos : VR System we use

Experience Design Methodologies for Virtual & Augmented Reality

« *my VX* »



Partners



LABORATOIRES (> 25)



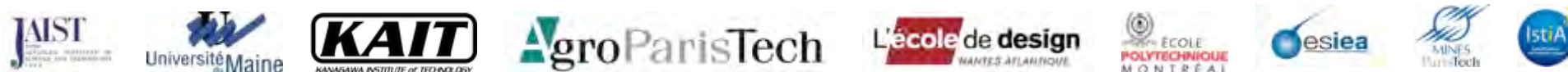
ENTREPRISES (> 30)



SANTE (> 15)



ECOLE & UNIVERSITES (>10)



POLES (6)



RESEAUX (# 10)



FINANCEURS (# 8)



I'm going to introduce you 4 projects

- An achieved project, AccesSim
 - A current project, 3DLive
- *(Advertisement...) What Mark said about VR...*
 - A new project with Eon Reality
 - A future project, Urbi & Orbi

And then let's discuss together!

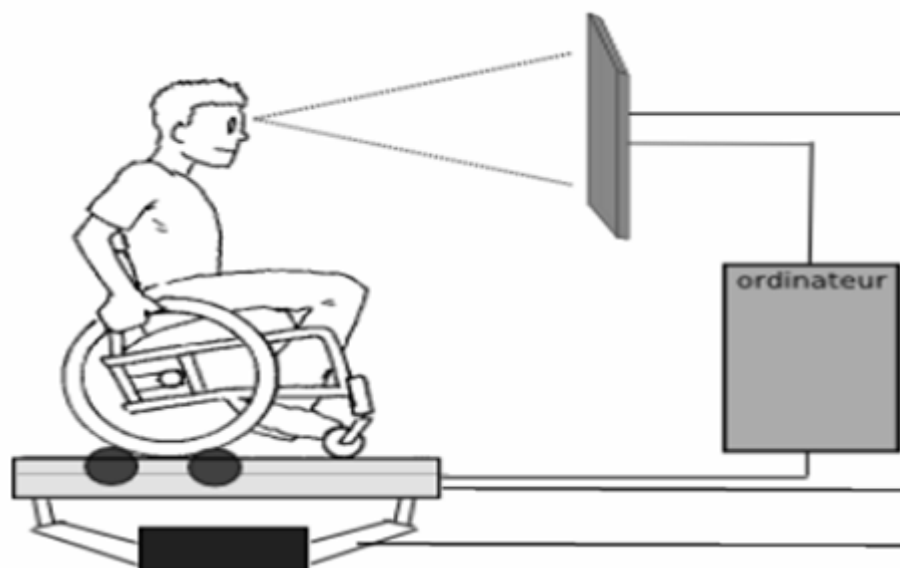


Example of an achieved project

ACCESSIM

Funded by Paris County

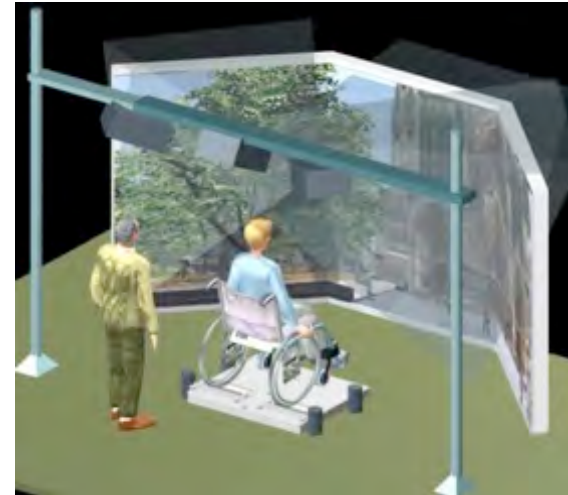
Wheelchair Simulator to Evaluate Building Accessibility for Disabled People



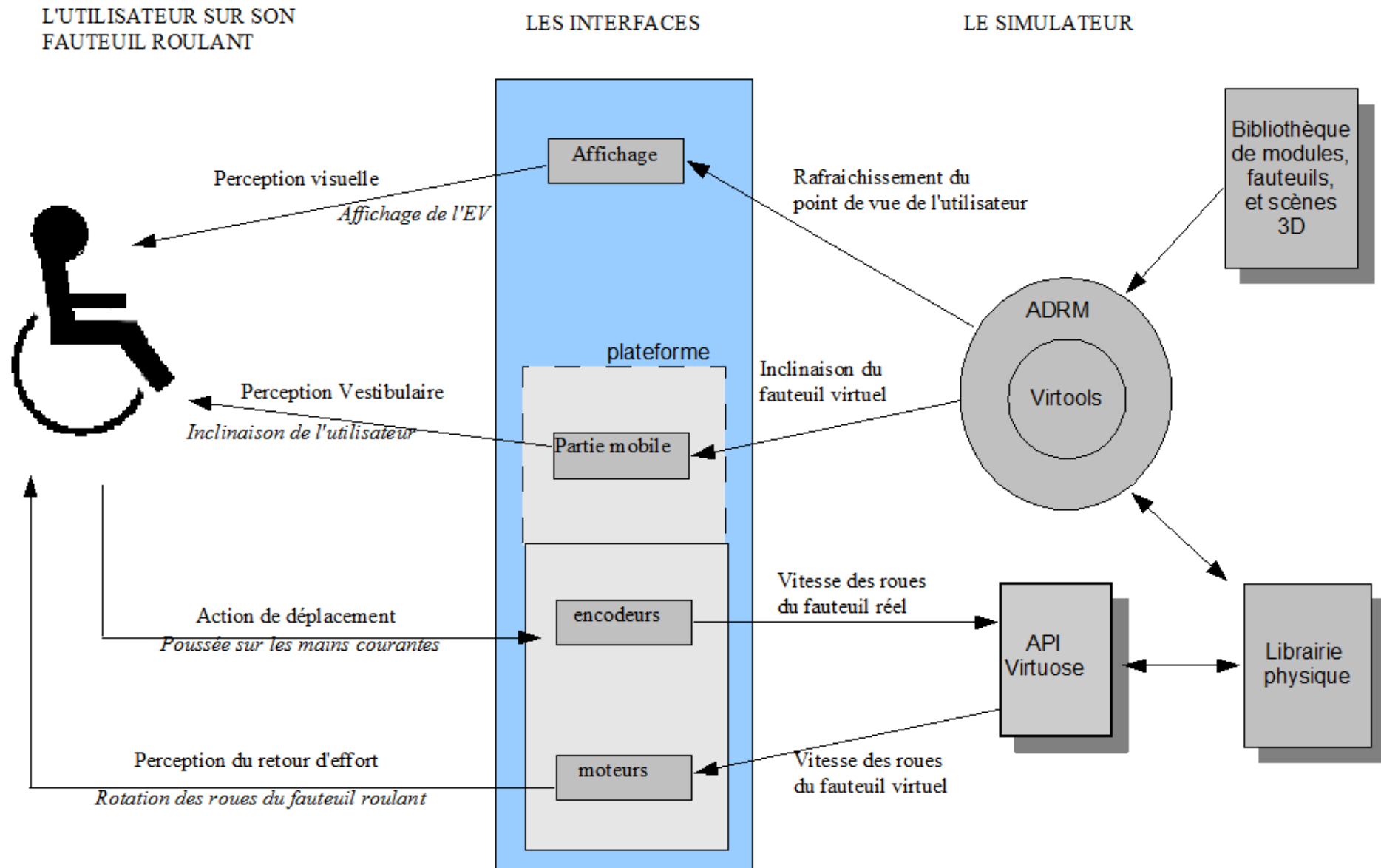
Patent: brevet déposé à l'Institut National de la Propriété Industrielle le 8 juillet 2009. Numéro de dépôt 09 54740.

Project objectives

- Proposer un Simulateur de fauteuil roulant utilisant les technologies de la Réalité Virtuelle pour :
 - former et sensibiliser les architectes, les décideurs urbains et le grand public à la circulation en fauteuil roulant (normes de la circulaire n° DGUHC 2007-53),
 - vérifier l'accessibilité de nouveaux projets urbains (assistance à la maîtrise d'ouvrage) et de rénovation des ERP (Établissements Recevant du Public),
 - aider à entraîner, sans risque, les personnes récemment handicapées à l'utilisation d'un fauteuil roulant,
 - partager entre les laboratoires un simulateur de fauteuil pour étudier et tester de nouvelles aides techniques (fauteuils, véhicules, équipements ...).



Simulator Architecture



Virtual Environments

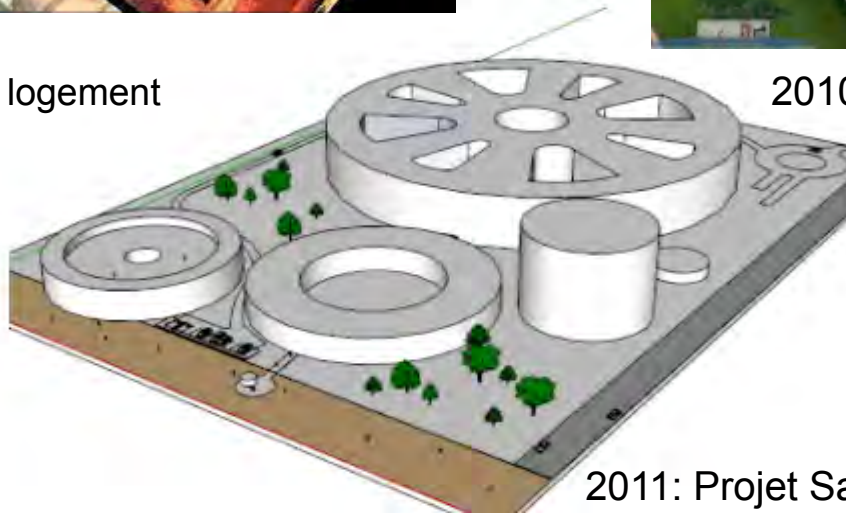
- Mise en place d'une méthode de création et de traitement de données CAO pour générer les environnements 3D (Intérieurs, bâtiments, ERP, quartier) :



Intérieur d'un logement



2010: Mureaux: Centre de formation EDF



2011: Projet Saclay

Interactive Objects

- Création d'une bibliothèque de fauteuils roulants, de personnages 3D et de véhicules avec leur comportements qui seront intégrés dans les scènes 3D:

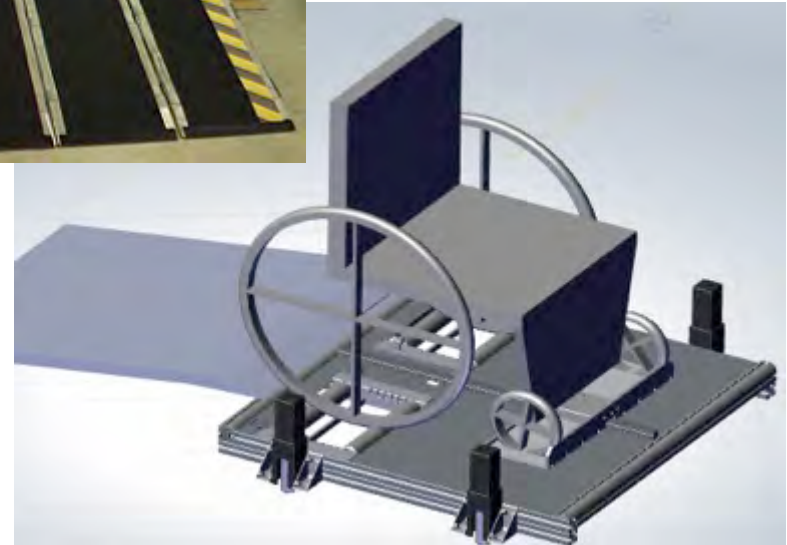


- Modélisation d'obstacles dont des éléments de mobiliers urbains qui seront insérés dans les scènes (éléments qui peuvent gêner la circulation).

Robotic Platform & Visualisation

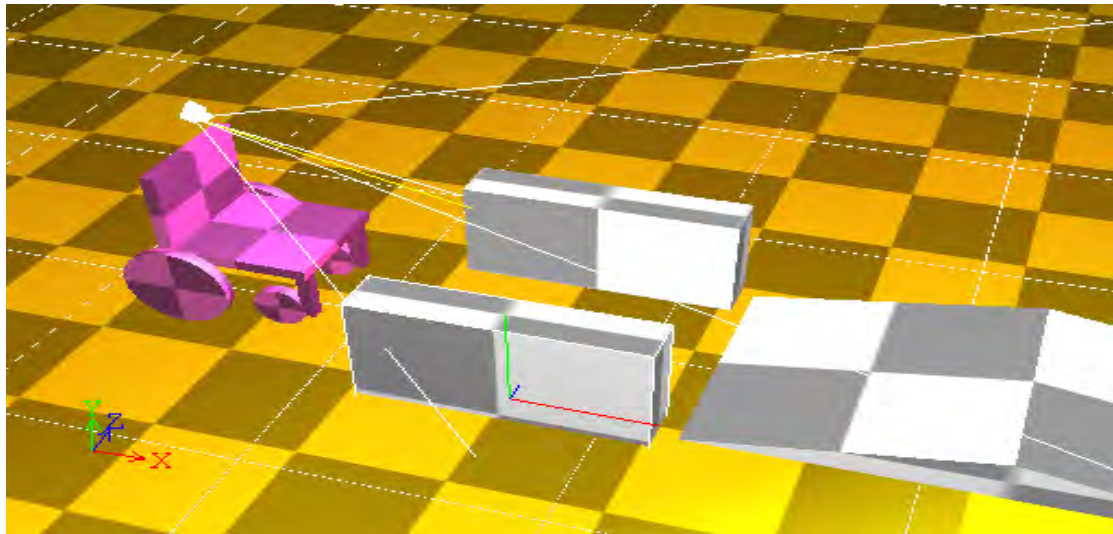


- 2009-2010 Cahier des Charges et Conception CAO d'une plateforme à rouleaux à retour d'effort avec les contraintes suivantes:
 - Plateforme accessible en fauteuil.
 - Prise en compte de différents fauteuils.
 - Être facilement transportable et installable.
- Lancement d'une Thèse par les Arts et Métiers sur la mise en place d'une méthode d'étude de configuration de simulateurs de RV
- Fin 2010 Réalisation d'un prototype de plateforme et couplage de la plateforme avec le simulateur
- 2010-2011 Conception d'une plateforme mobile à base de vérins électriques ou de cabestans (5° tangage, 3° roulis) et réalisation.
- 2011-2012 Tests et évolutions la plateforme



Physical Engine & Force feedback

- Étude et réalisations de prototypes de squelettes de simulation de la physique de déplacement de fauteuils roulants qui répondent aux besoins suivants:
 - Gestion du différentiel entre les roues motrices
 - Gestion des collisions avec les obstacles (murs, pentes...) et en particulier les contacts roues/sols
 - Gestion de la dynamique de déplacement (accélération, freinage, pentes)



■ 2010 : évaluation des moteurs Havok (Intel), PhysX, XDE, Bullet (OpenSource) puis réalisation d'une première maquette de couplage entre AccesSim et Bullet

■ 2011 : Lancement d'une Thèse CIFRE



Budget

Entity	I/an	Budget	IDF Funding
EDF R&D	2	508 106,00 €	127 026,50 €
CEA - LIST	2,5	374 000,00 €	149 600,00 €
ARTS - LCPI (Paris)	3,6	450 000,00 €	257 572,00 €
UVSQ - LISV	4,7	410 000,00 €	247 764,00 €
CEREMH	1,9	239 080,00 €	107 586,00 €
Total		1 981 186,00 €	889 548,50 €

Video AccesSim finale Trophées
Laval Virtual 2014



Example of a current project

3D LIVE european project

Live Interactions through Visual Environments



3DLive european project

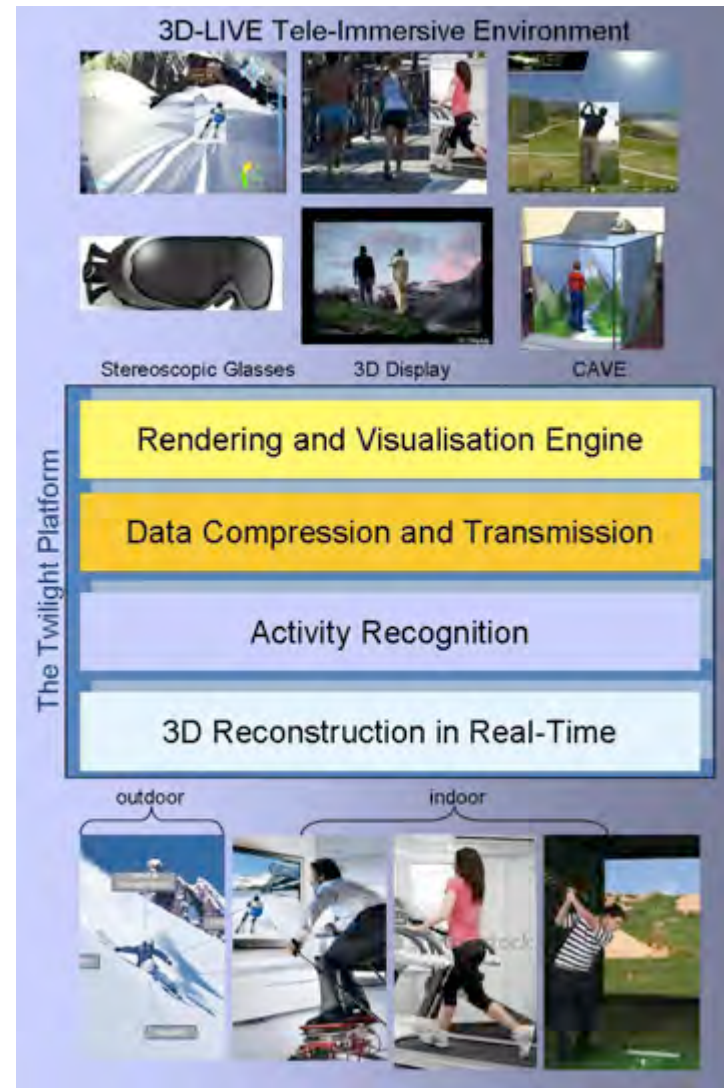
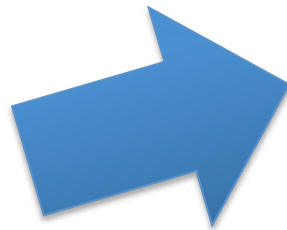


The main research goal of 3DLIVE project is to investigate the impact of 3D Tele-Immersive Environment (3D-TIE) on **people behavior and feelings when they (golfers, skiers, joggers) practice together** from indoor and outdoor situations.





3DLive european project



3DLive Tele-Immersive Platform



3DLive european project



3DLive Consortium



CENG: Collaborative Engineering S.R.L. , Italy

CERTH/ITI: Centre for Research and Technology Hellas, Greece

IT Innovation: University of Southampton, UK

ARTS: Arts&Metiers ParisTech, France

SportC: SportsCurve GmbH, Germany

Cyber: Cyberlightning Ltd, Finland



3DLive european project



A shift from Industrial Design towards

Experiential Design



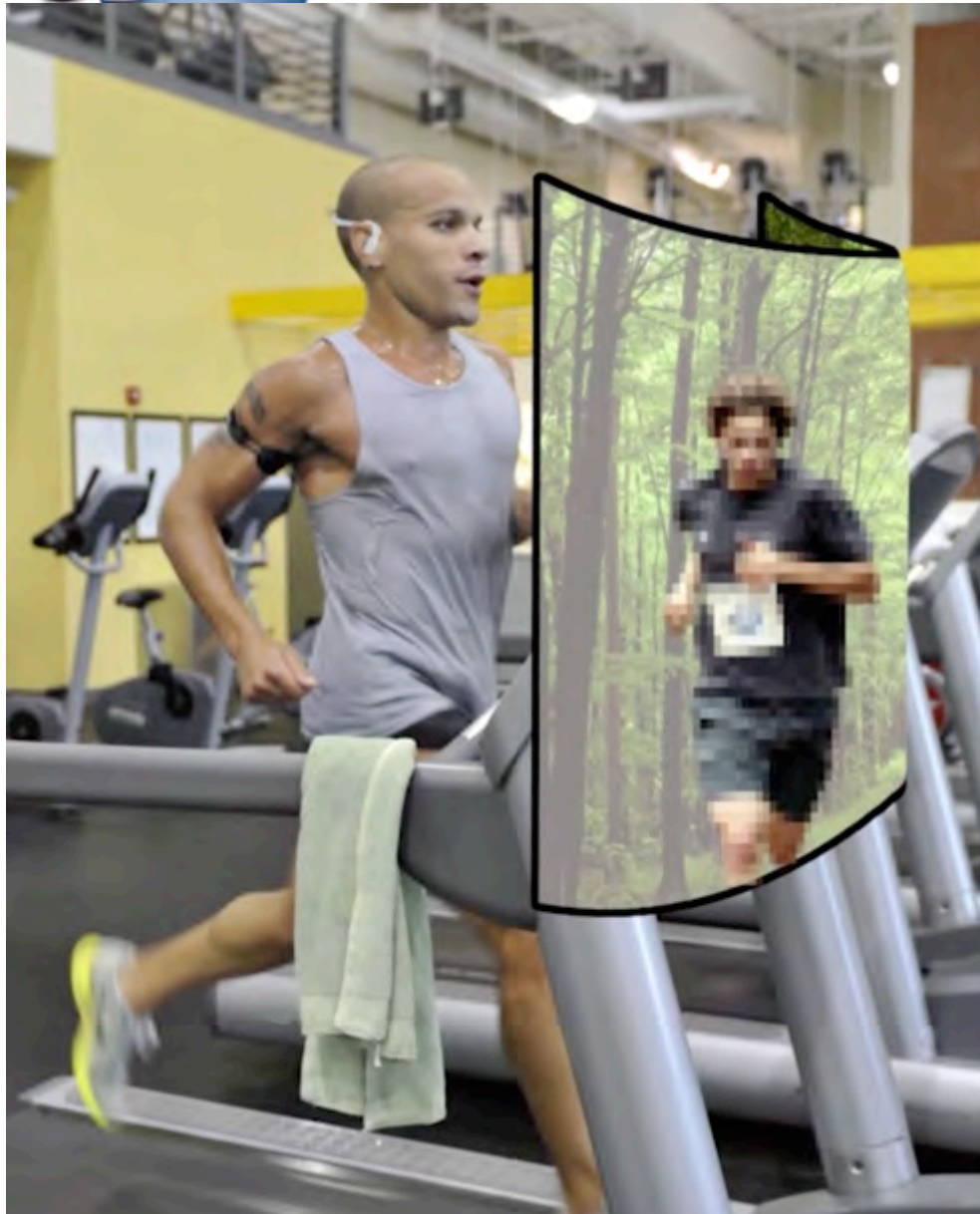
- The new era of networked communities and increasing consciousness on the paramount importance of **citizens' participation** and societal issues offers an unprecedented opportunity to **reconcile the relationship between people and technology**
- Enables to focus on **human experience** as a corner stone in the design process and potential adoption of new technologies (e.g. IoT)





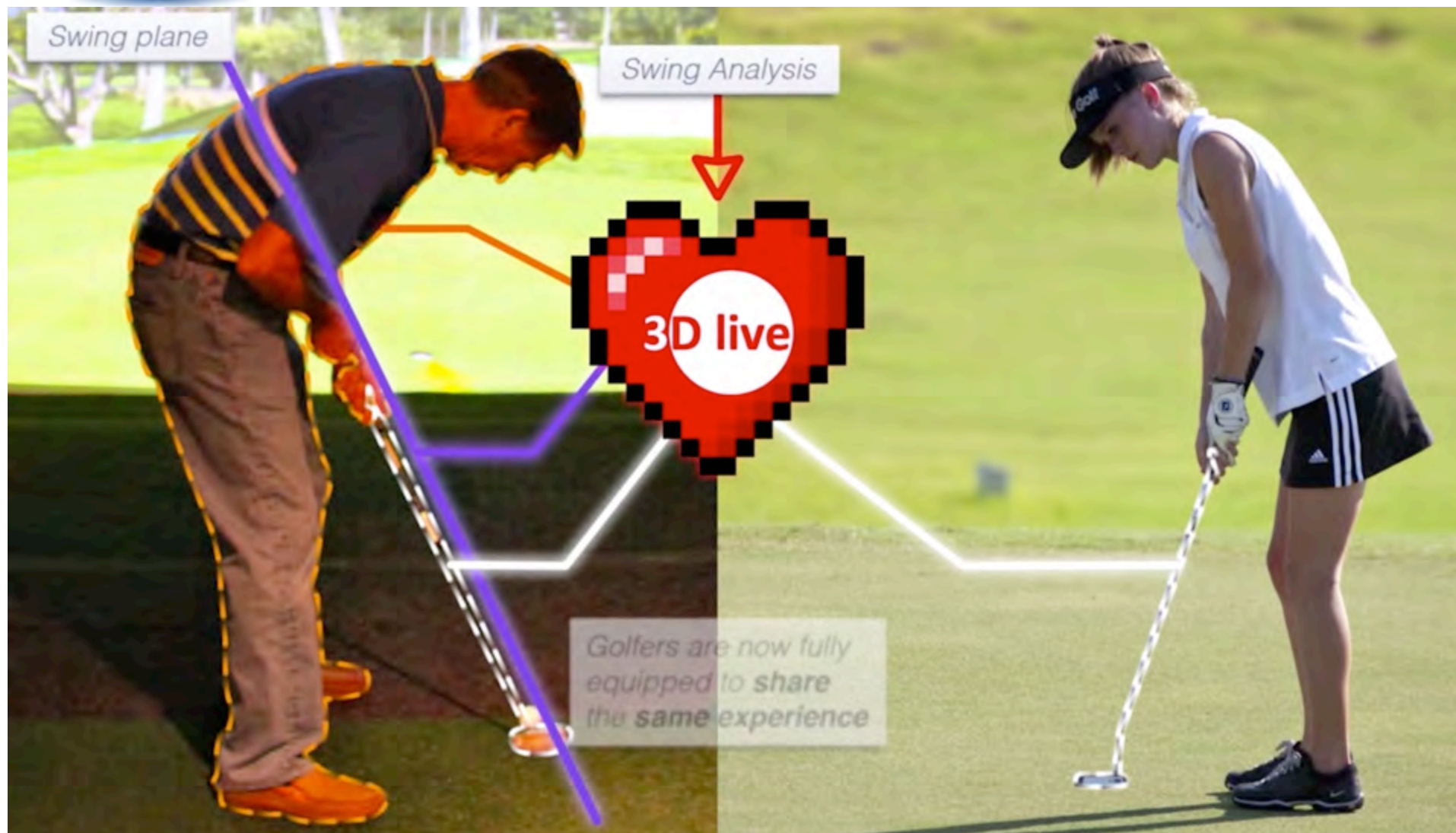
3DLive european project





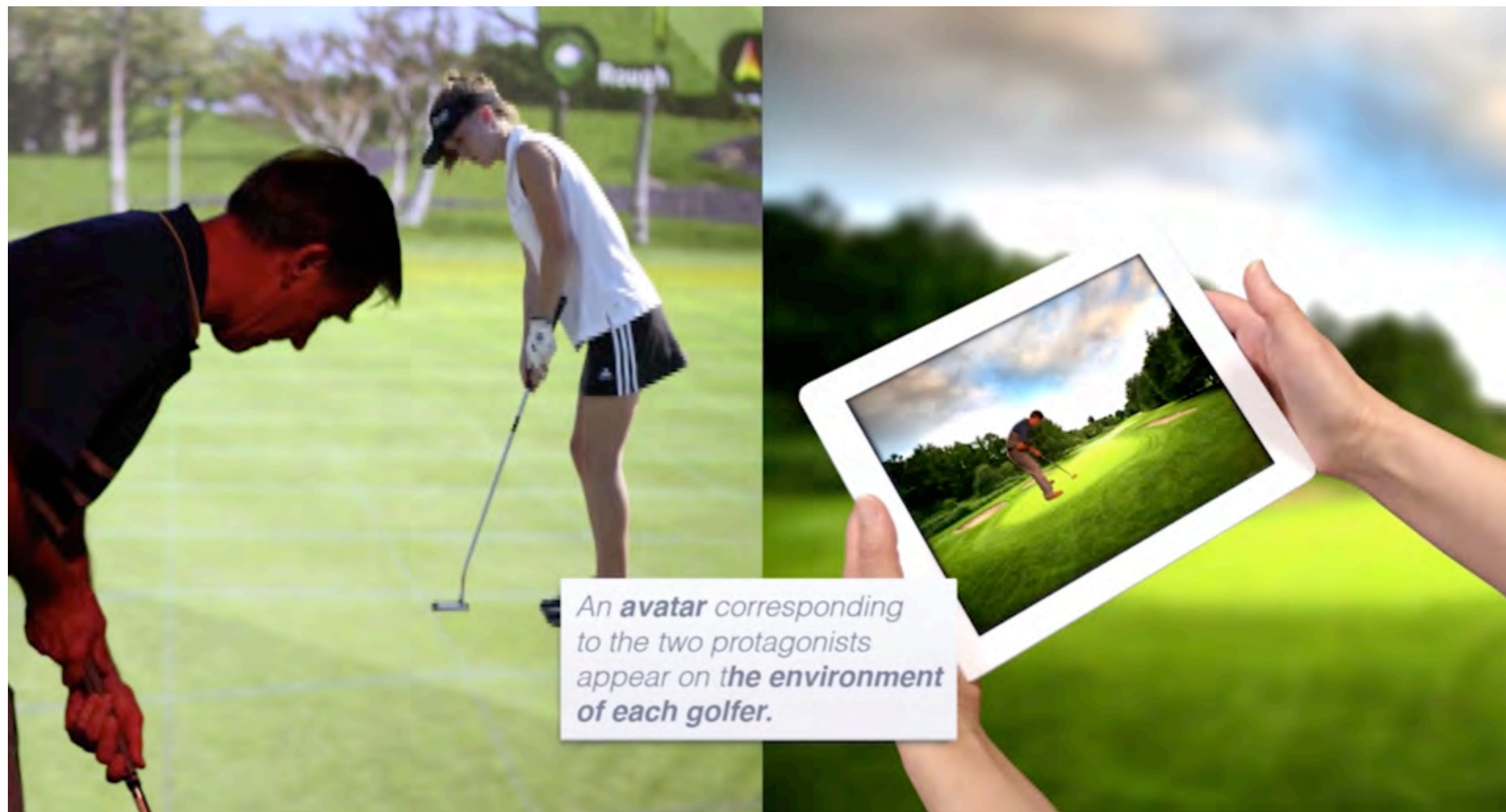


3DLive european project





3DLive european project

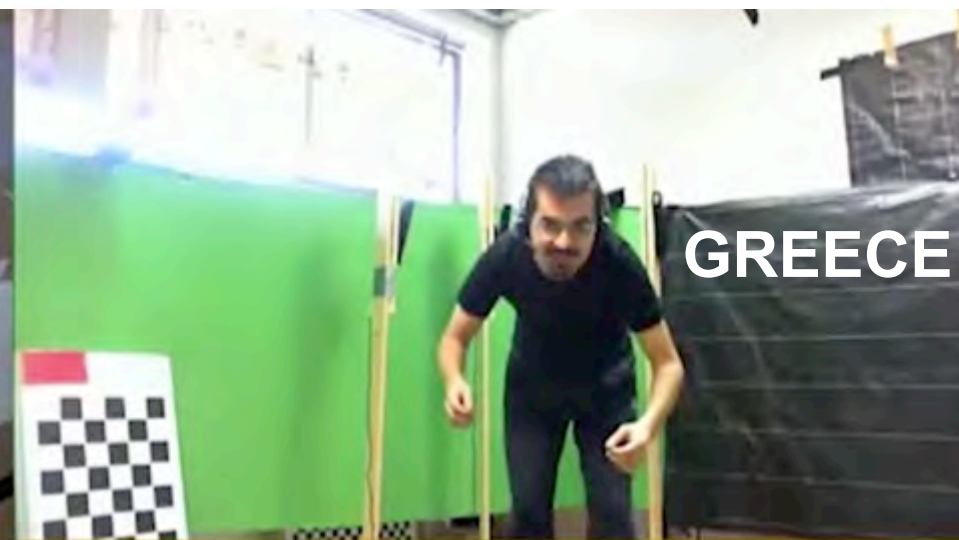




3DLive european project



LAVAL



GREECE



Oliver



CERTH User5

AUSTRIA



3D Live european project

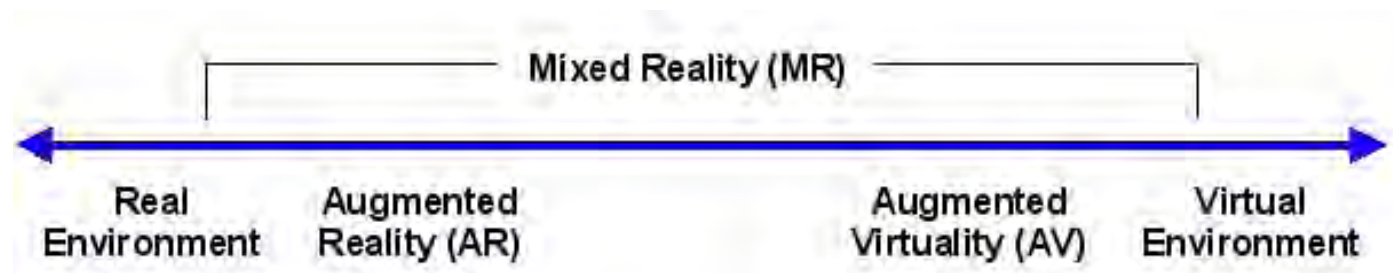


Simon RICHIR – ENSAM – London, ON – 2014 Nov 17



Video on 3D Live project

What about VR ? (AR, MR)



The reality-virtuality continuum by Milgram [1994]

1965-1968 “The Ultimate Display” (Ivan Sutherland) => 50 years of work on HMD



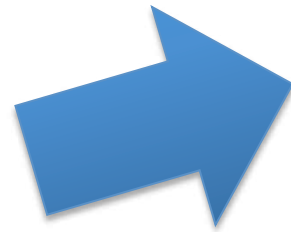


I'm excited to announce that we've agreed to acquire **Oculus VR**, the leader in **virtual reality** technology.





Our mission is to make the **world more open and connected**. For the past few years, this has mostly meant building mobile apps that help you share with the people you care about. We have a lot more to do on mobile, but at this point we feel we're in a position where we can start focusing on what platforms will come next to **enable even more useful, entertaining and personal experiences.**





This is where Oculus comes in. They build virtual reality technology, like the Oculus Rift headset. When you put it on, **you enter a completely immersive computer-generated environment, like a game or a movie scene or a place far away.** The incredible thing about the technology is that you **feel like you're actually present in another place with other people.** People who try it say it's different from anything they've ever experienced in their lives.





Oculus's mission is to **enable you to experience the impossible**. Their technology opens up the possibility of completely new kinds of experiences.



But this is just the start. After games, we're going to make Oculus **a platform for many other experiences. Imagine enjoying a court side seat at a game, studying in a classroom** of students and teachers all over the world or **consulting with a doctor** face-to-face -- just by putting on goggles in your home.



This is really a new communication platform. By feeling truly present, you can **share unbounded spaces and experiences** with the people in your life. Imagine sharing **not just moments** with your friends online, but **entire experiences and adventures**.



These are just some of the potential uses. By working with developers and partners across the industry, together we can build many more. **One day, we believe this kind of immersive, augmented reality will become a part of daily life for billions of people.**



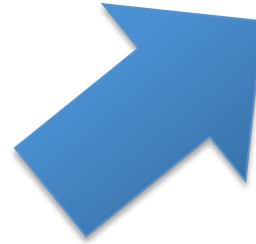
That's what we say since 1999!!!

LAVAL
VIRTUAL



Main question:

**When Mark Zuckerberg is
moving to Laval?!-)**



Next step ? VIRTUAL TELEPORTATION

Marriott's 4D Travel Experience

THE FULLY
IMMERSIVE,
4-D VIRTUAL
JOURNEY
TRANSPORTS
YOU FROM BIG
BEN TO MAUI
RIGHT FROM OUR
LOBBY.

Emotion, key factor

Video SIGHT (the future)

Example of a new project

EON REALITY

Augmented User Experience



1999

Eon Reality

[Products](#)[VR Library](#)[Markets](#)[Global Offices](#)[About EON](#)

1999: The Company launched EON Studio as its first virtual reality software authoring tool



Dan Lejerskar



Mats Johansson

1999 - 2014

Eon Reality



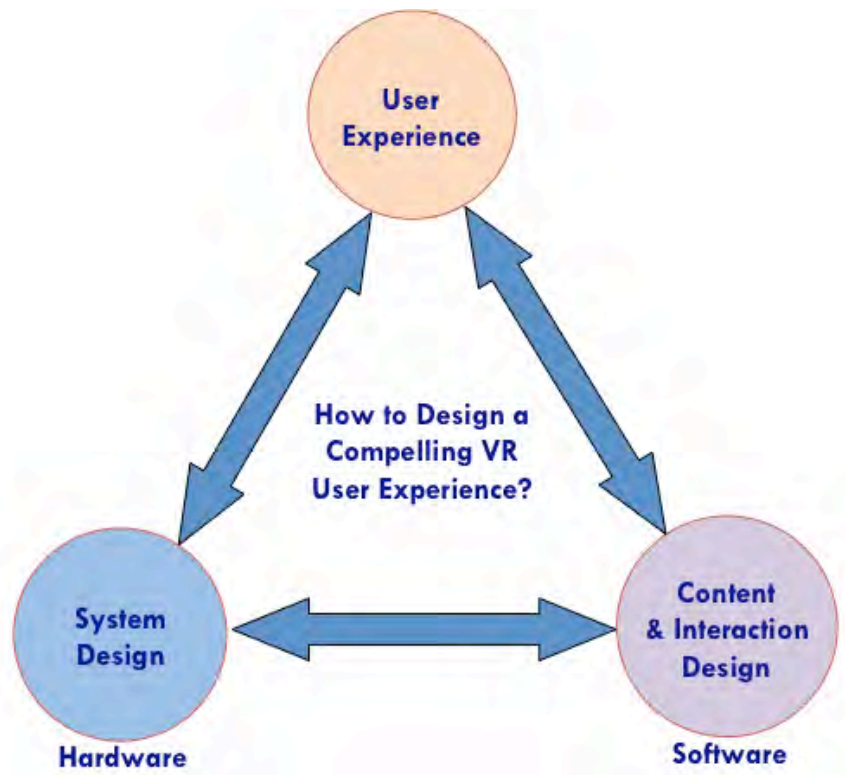
LAVAL
VIRTUAL



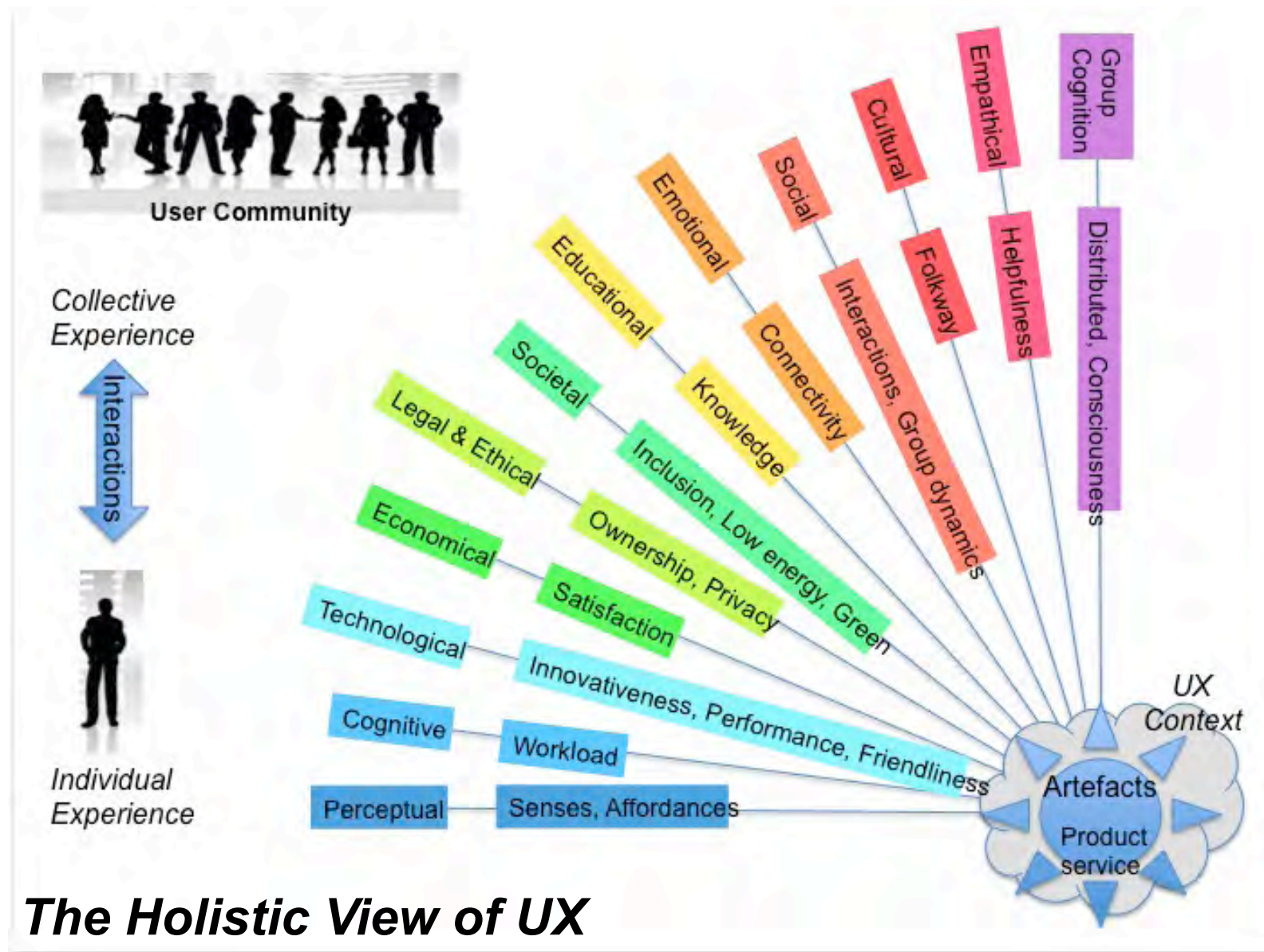
Laval Virtual and Eon Reality grew up

Experience Design Methodologies for Virtual & Augmented Reality

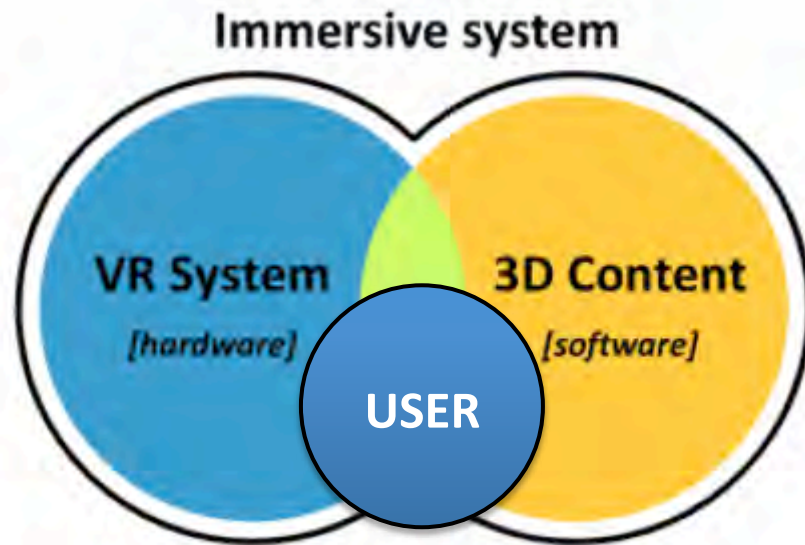
« *my VX* »



Through the study of the Immersive User Experience within an immersive Virtual Reality system (iCube & iDome), we propose to address the challenge of improving the user experience.



(Pallot, 2012) Pallot, M., and Pawar, K. S. 2012. A Holistic Model of User Experience for Living Lab Experiential Design. In Proceedings of the 18th International Conference on Engineering, Technology and Innovation, ICE'2012 "Innovation by Collaboration and Entrepreneurial Partnerships", Munich, Germany, 18-20 June 2012, DOI= <http://dx.doi.org/10.1109/ICE.2012.6297648>



Study of the Immersive User Experience to determine all the key factors

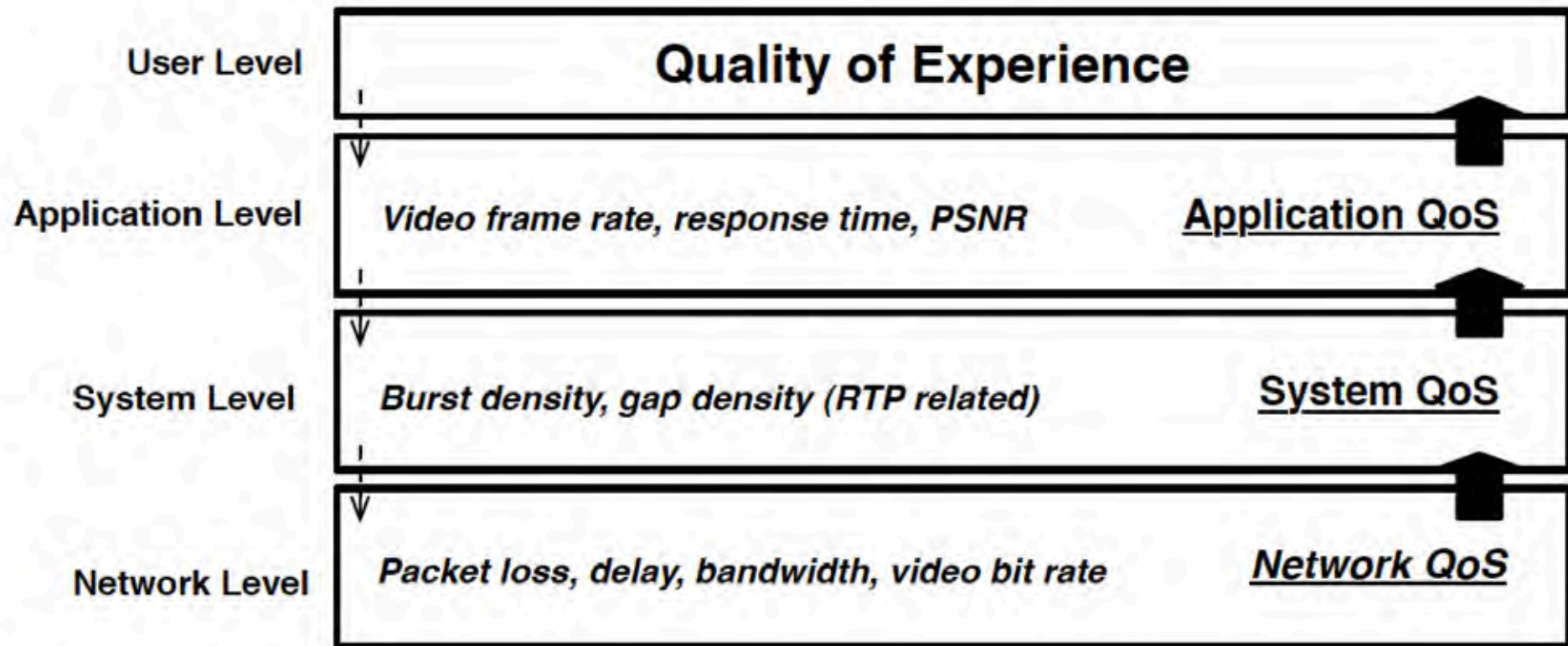


USER EXPERIENCE

Factors	Technical - QoS	Human - QoE
SYSTEM	XX	XX
CONTENT	XX	XX
SYSTEM+CONTENT	XX	XX

$$\text{USER EXPERIENCE} = f(\text{Factors}_{\text{SYSTEM}}, \text{Factors}_{\text{CONTENT}}, \text{Factors}_{\text{SYSTEM} + \text{CONTENT}})$$

A little bit of scientific theory on VR experience



(WU, 2009) Wu, W., Arefin, A., Rivas, R., Nahrstedt, K., Sheppard, R. and Yang, Z. 2009. Quality of experience in distributed interactive multimedia environments: toward a theoretical framework. In Proceedings of the 17th ACM international conference on Multimedia (MM '09). ACM, New York, NY, USA, 481-490. DOI= <http://doi.acm.org/10.1145/1631272.1631338>

A little bit of scientific theory on VR experience

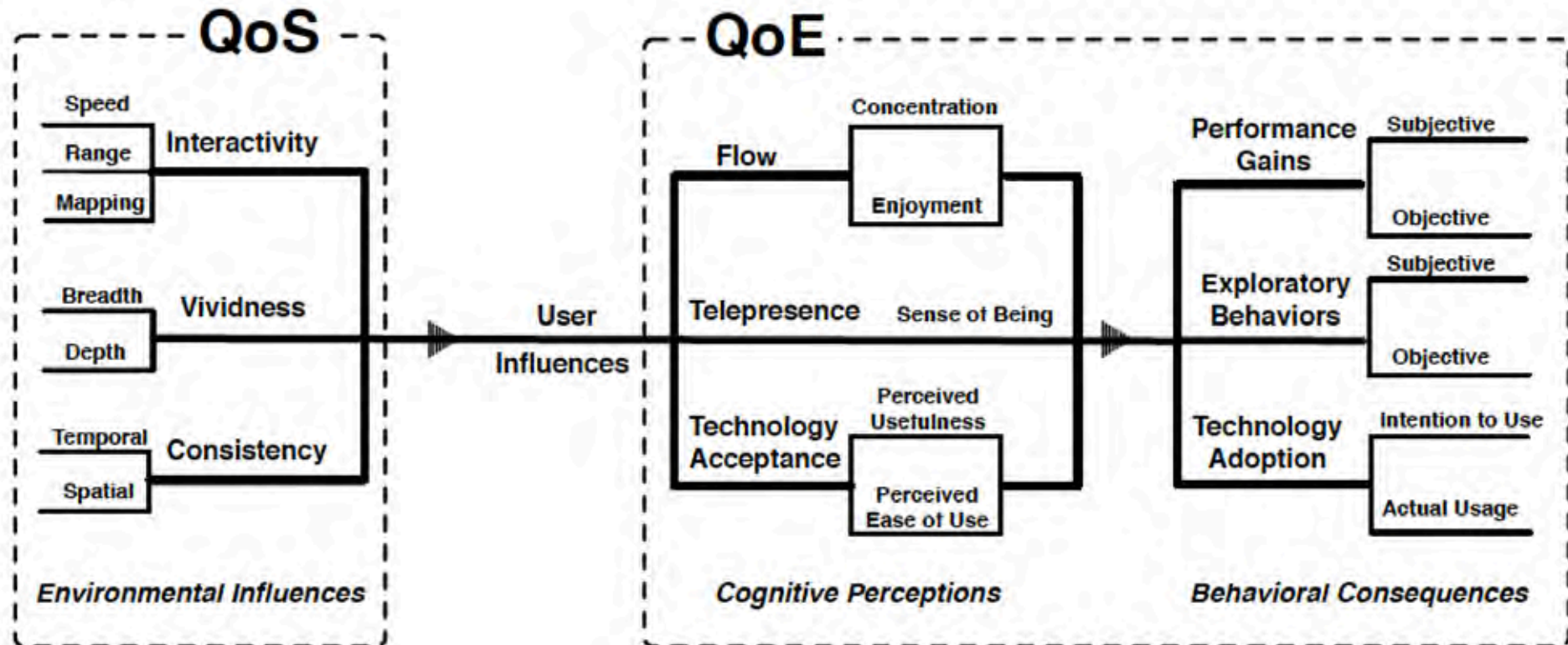
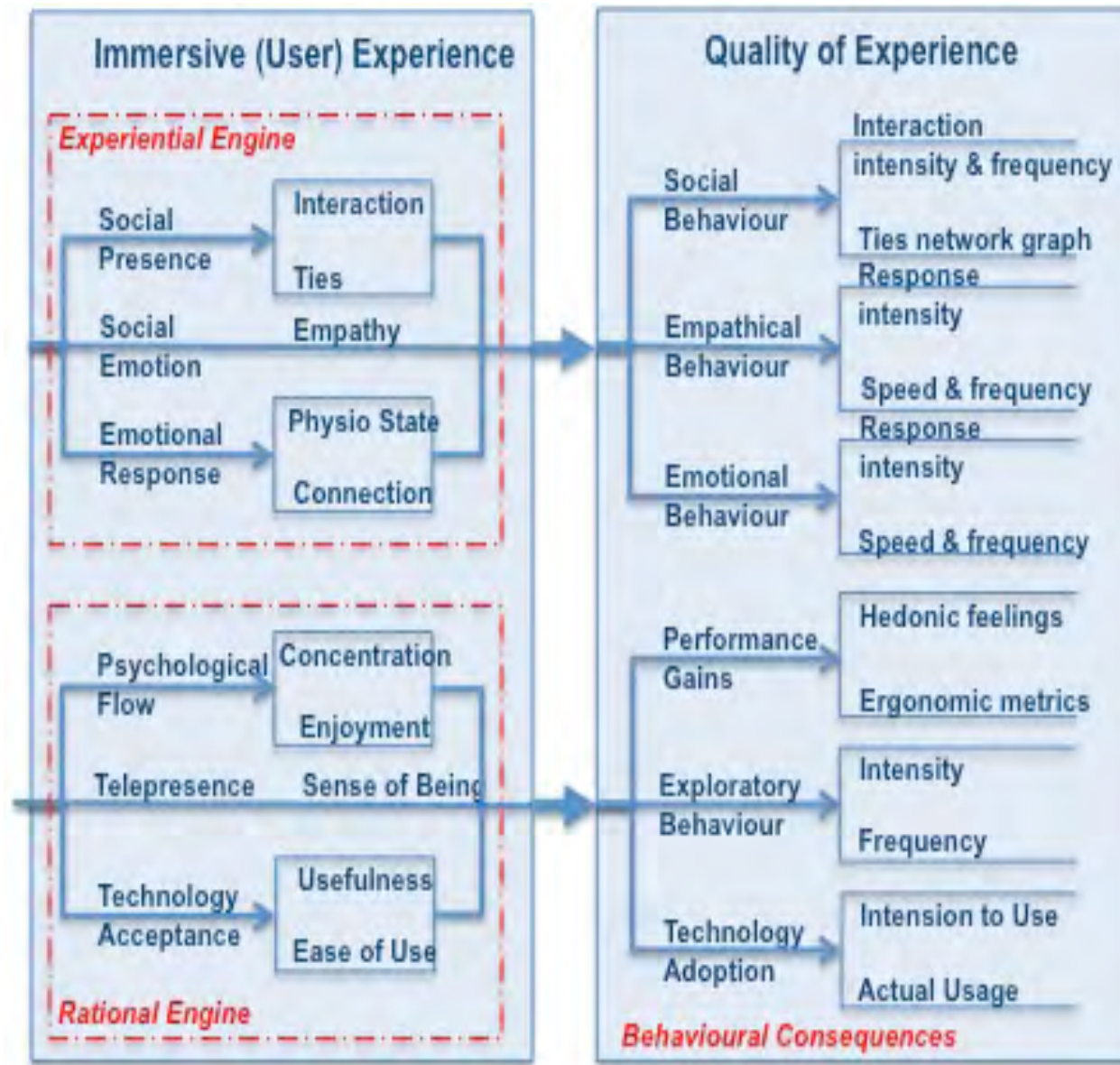


Figure 4: Quality Framework in DIMEs

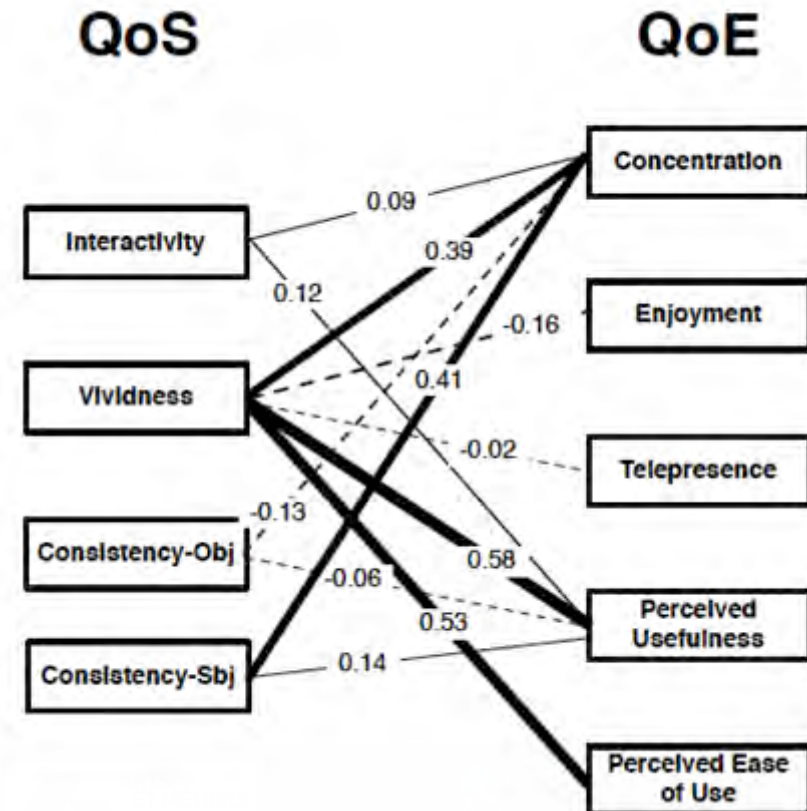
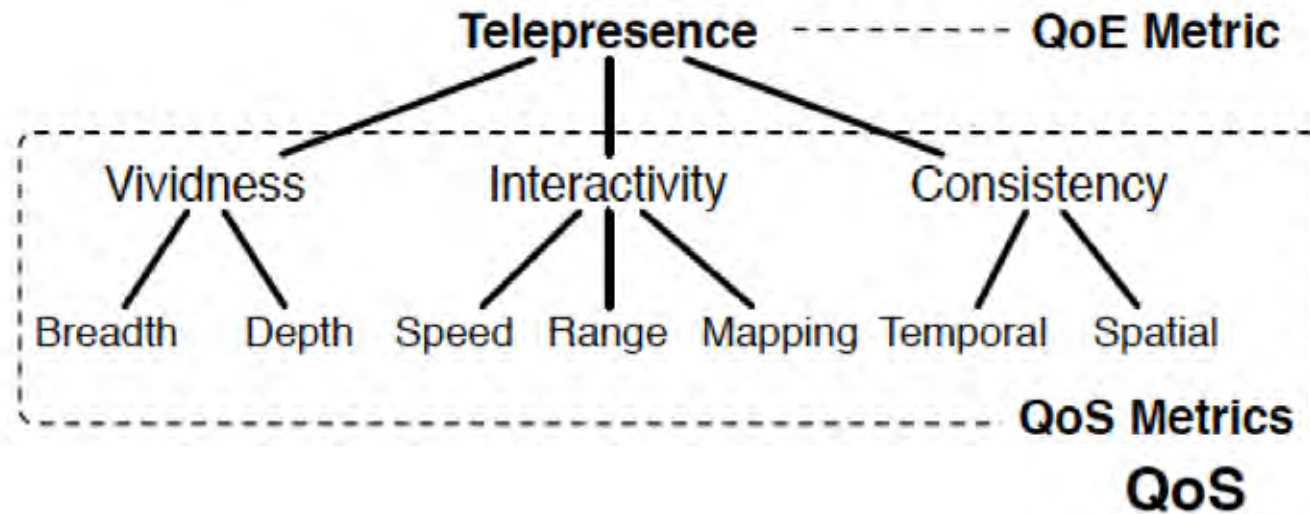
Source: (WU, 2009)

A little bit of scientific theory on VR experience



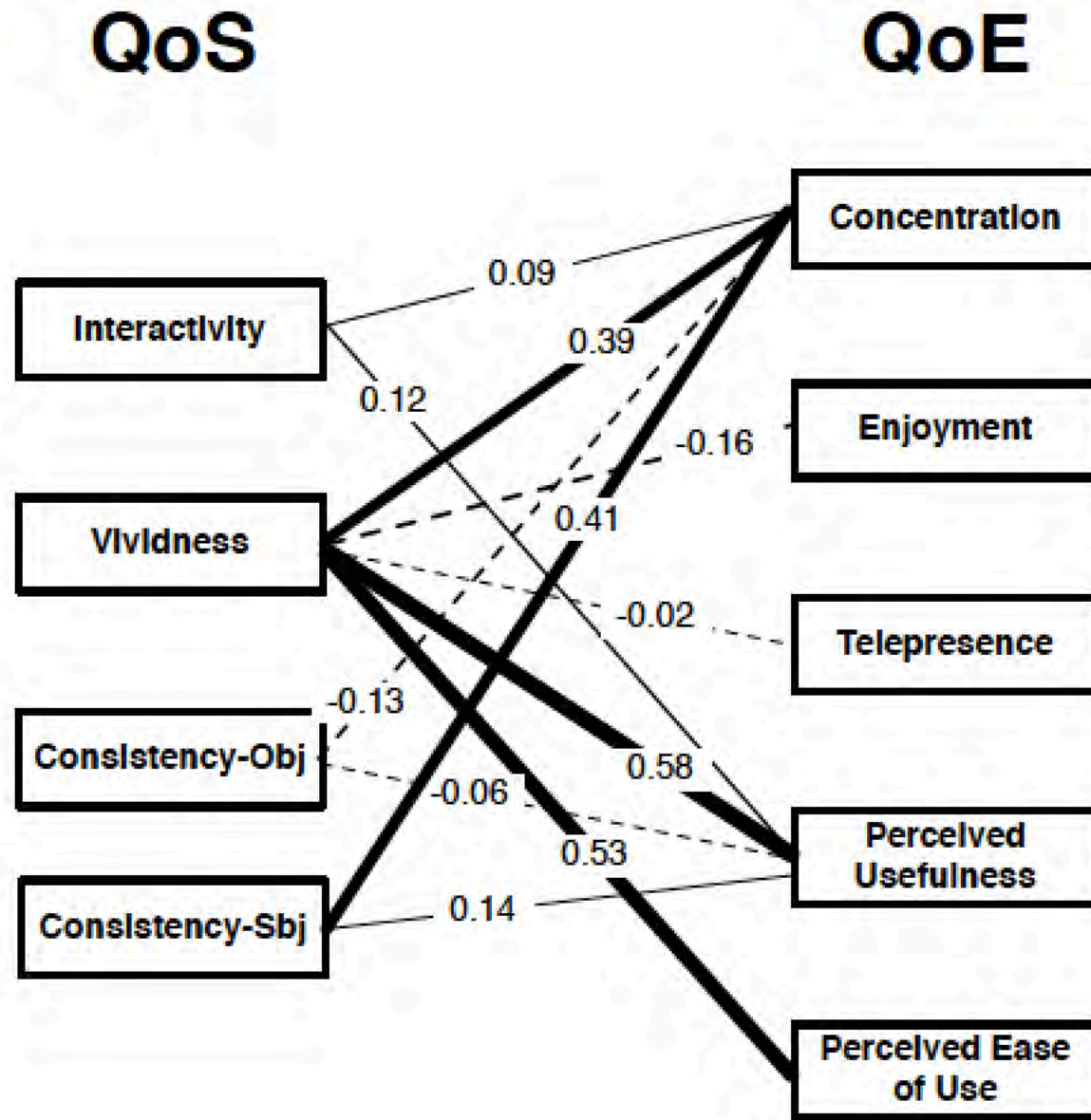
Source: (Pallot, 2013)
based on (WU, 2009)

A little bit of scientific theory on VR experience



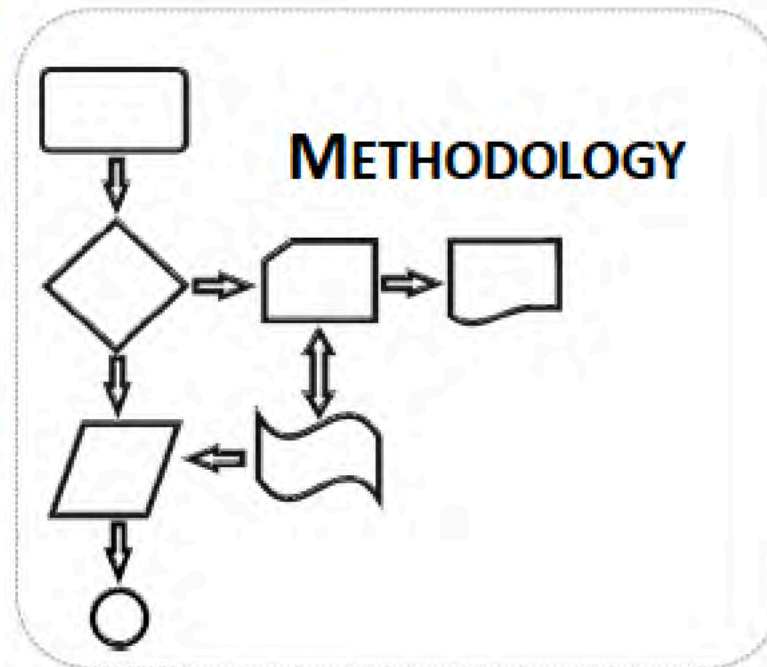
Source: (WU, 2009)

A little bit of scientific theory on VR experience



Source: (WU, 2009)

Factors



Develop a design methodology of VR systems (from both technical and 3D content points of view) that will improve the user experience.

$$\text{USER EXPERIENCE} = f(\text{Factors}_{\text{SYSTEM}}, \text{Factors}_{\text{CONTENT}}, \text{Factors}_{\text{SYSTEM} + \text{CONTENT}})$$

A dedicated team to this research action

« my VX »

USER EXPERIENCE = f (Factors_{SYSTEM}, Factors_{CONTENT}, Factors_{SYSTEM + CONTENT})

A 1st PhD will study and determine which factors influence the user experience

Then, based on these factors, we need to build and assess a methodology to design immersive environments which induce an augmented virtual experience

2nd PhD: formalize a methodology for systems based on [Factors_{SYSTEM}, Factors_{SYSTEM + CONTENT}]

3rd PhD: formalize a methodology for content based on [Factors_{CONTENT}, Factors_{SYSTEM + CONTENT}]

3 Engineers - PhD students in Laval

Experimental research with regularly concrete results

Our goal is to define and share, in Laval, an unique design approach of VR systems that will improve user experience.





- *Innovative project*
- *Never been done before anywhere in the world*
- *It will be co-created and experimented in London!*

Example of a future project

URBI & ORBI

Participatory Democracy



Participatory democracy

How many
people can get
involved at the
same time?

How to organize
the discussion to
obtain the
opinion of each
participant?

*Thursdays citizens,
Express yourself!*

a subject, a debate

LES JEUDIS CITOYENS EXPRIMEZ-VOUS !



UN SUJET, UN DÉBAT !

18H / HÔTEL DE VILLE

2014 > 13 NOVEMBRE > 11 DÉCEMBRE
2015 > 29 JANVIER > 5 MARS > 25 JUIN

The Urbi & Orbi project

*From a largely individualistic « democracy of words »
to a fully collaborative « democracy of action »*

Candace Gibson, Ph.D / Janine Janosky, Ph.D / Howard Levine, M.Sc. (Eng.) / Timothy Pletcher, Ph.D / Sean Quigley, B.A., M.A / Simon Richir, M.Eng, Ph.D / Dag K.J.E. von Lubitz, Ph.D., M.D. (Sc.)



U&O project – *Operational platform*

A tightly-coupled integration of **people-ideas-technology** into a generally and **easily accessible operational platform** in which the bottom-up flow of ideas is facilitated by the technology-based transforming mantle within which the current, and largely individualistic “democracy of words” is transformed into a fully collaborative “democracy of action”: The Urbi et Orbi Project.

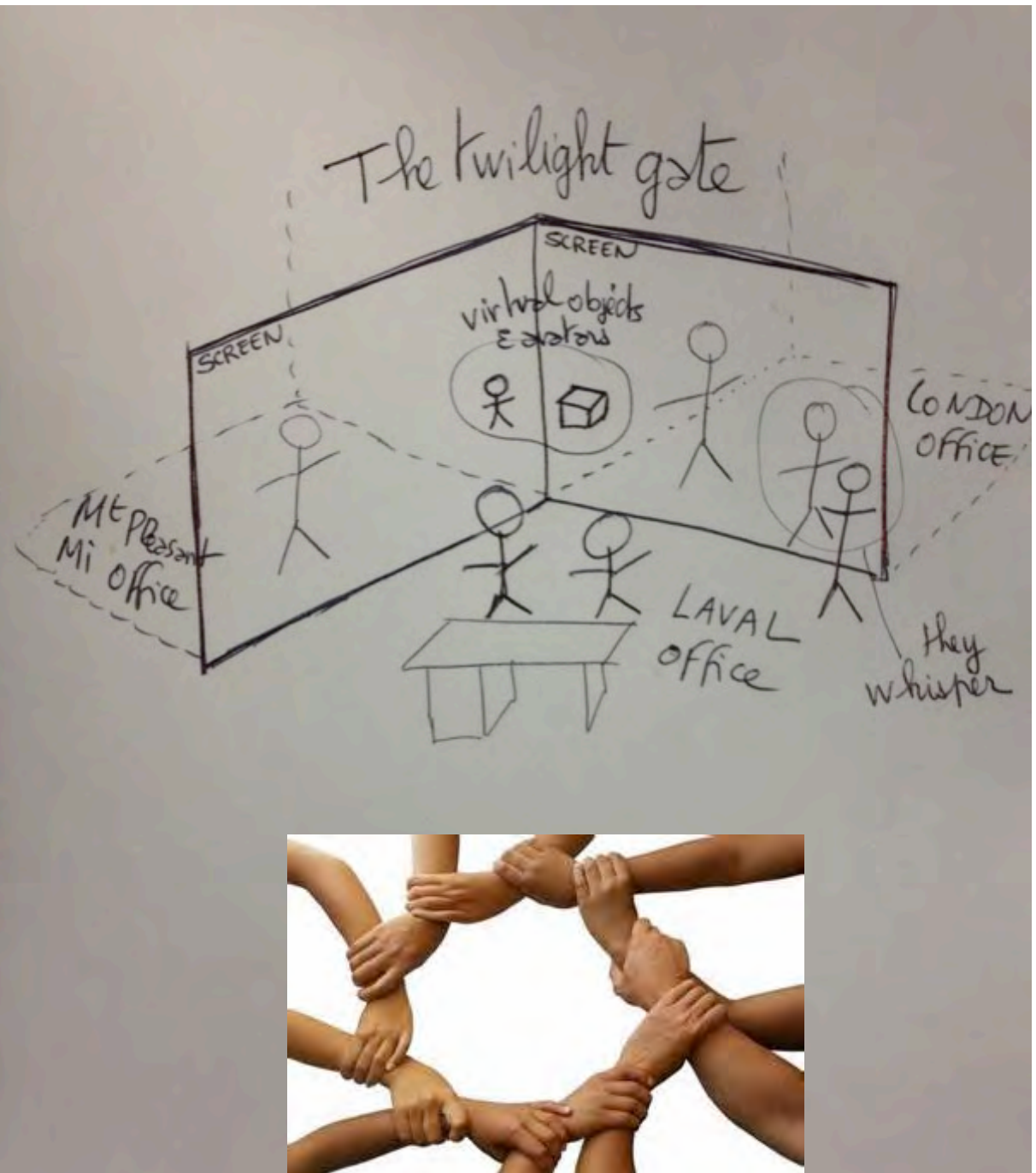


Because of its large and dynamic university and college, excellent Internet connectivity (arguably best in Canada), proximity to “talent pools” in Canada and the US, and its “manageable” size, **London** offers an ideal operational target for implementation and testing of the concepts constituting the Urbi et Orbi Project.

The Urbi & Orbi project

*Globally distributed ToL
training session in Café
Candace: Emerging Leaders
and London Managers,
architects in Laval, France,
and business analysts in
Mount Pleasant, MI discussing
placement and impact of the
envisaged London Museum of
Art and Technology*

© Simon Richir, 2014



The Urbi & Orbi project



1. While we talk about collaboration a lot we actually don't do it very well. ToL is a provincial organization doing this with groups and organizations.

2. VR provides a way to gather a lot of people and to bring expertise from around the world to local problems. It creates a way to collaborative visual solutions that are immersive.

3. We want to build and test this combination, Urbi et Orbi, in London first

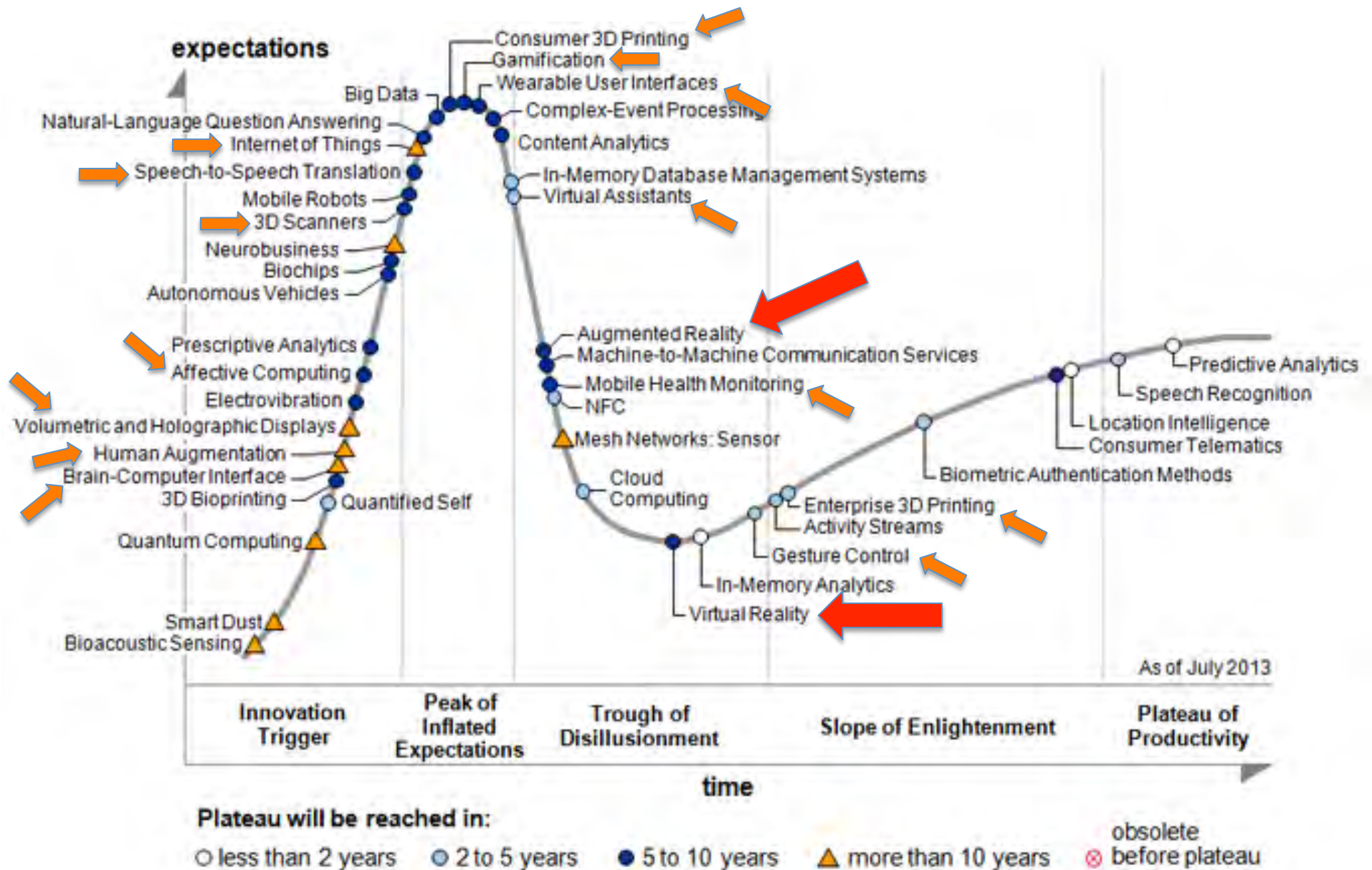




URBI & ORBI
Participatory Democracy

CONCLUSION





Monitor technology!

iGlass

Reality reinvented



Augmented User Experience

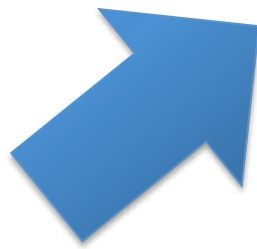


Emotion is THE key factor



Virtual reality was once the dream of science fiction. But the internet was also once a dream, and so were computers and smartphones.

The future is coming and we have a chance to build it together. **I can't wait** to start working with the whole team at Oculus **to bring this future to the world, and to unlock new worlds for all of us.**

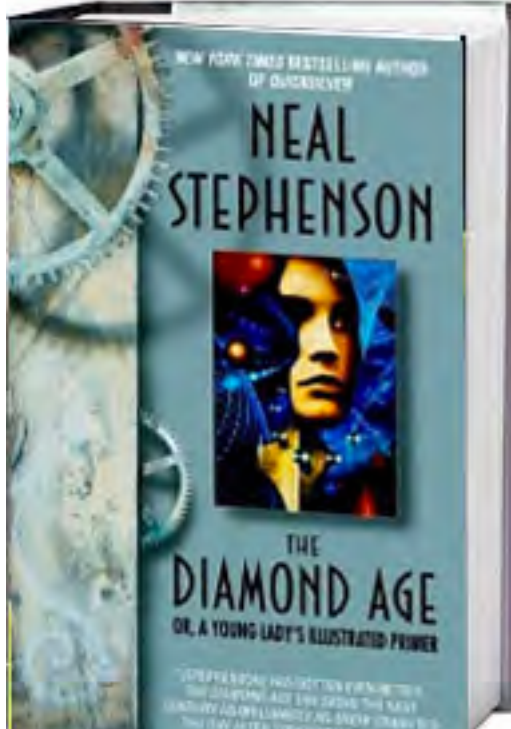
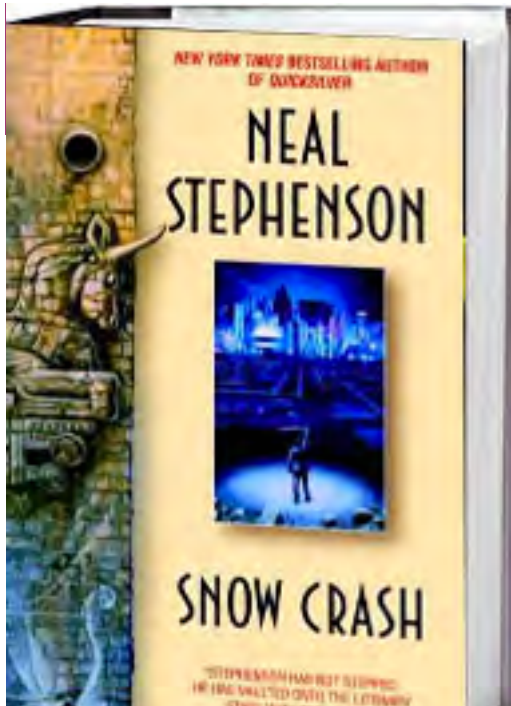


References...

Neal Stephenson's **Metaverse**

In reality, Hiro Protagonist delivers pizza for Uncle Enzo's CosaNostra Pizza Inc., but in the **Metaverse** he's a warrior prince. Plunging headlong into the enigma of a new computer virus that's striking down hackers everywhere, he races along the neon-lit streets on a search-and-destroy mission for the shadowy virtual villain threatening to bring about Infocalypse.

Set in twenty-first century Shanghai, it is the story of what happens when a state-of-the-art interactive device falls into the hands of a street urchin named Nell. Her life-and **the entire future of humanity-is about to be decoded and reprogrammed....**



Vernor VINGE's AR



The many technological advances depicted in the novel suggest that the world is undergoing ever-increasing change, perhaps destined for a technological singularity.



Presence & innovation

Thanks!

Questions?

Rdv to Laval Virtual
April 8-12



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